

YES, REAL FIRE!

a Next Level Banana Brand Game for 2-4 **very responsible** players
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First things first:

This game involves throwing fire around.

Literally. Throwing. Actual. Fire.

This is generally an ill-advised activity and I am trusting you to be smart about it. If you set fire to your coffee table, your friends, your living room, or the Columbia River Gorge, well, don't say I didn't warn you.



SETUP

Acquire:

- Players-plus-one number of dice (5 dice for 4 players)
- A gluestick or similar adhesive (something that can be burnt without toxicity issues)
- Matches, probably a lot of them
- A small cup or a shot glass
- A supply of water
- A handful of marbles, pennies, pebbles, or glass rocks

Print and cut out construction materials for each player:

- 1 foundation (slit along the long dotted lines, cut along the short dotted lines to make tabs, fold up sides, and secure with gluestick to make an open-bottom box)
- 7 x walls
- 2 x roofs (cut slits, then make tabs and box)
- 4 x doors
- 5 x windows

Assemble the construction deck. You may have to print out and cut it up too, or you may have a deck that somehow survived a previous game. Either way, you want to build a deck that represents 1:1 each non-foundation construction piece in the game. (For a two-player game, the deck should have 14 wall cards, 4 roof cards, etc.) Shuffle this deck and set it facedown somewhere outside the path of destruction.

Assemble the weather events deck. Again, you may have an extant deck, or you may have to work those scissors some more. Shuffle all the cards together and put them facedown near the construction deck.

Found your town. Each player takes their foundation and sets it in front of them. This collection of soon-to-be homes is the "town." From here on out, you cannot deliberately reposition your foundation.

Elect a mayor and name your town. The mayor is the final arbiter in case players get into disputes about rules or scoring. Don't spend a lot of time on this step. Please.

Decide if you'll allow trading. This is an optional rule; see Trading Pieces.

PLAY

Turn face-up number-of-players amount of construction cards to make a pool (4 cards for 4 players). On the first round, roll to see who goes first; on subsequent rounds, play from the person with the fewest to the most non-destroyed pieces.

ON A TURN, A PLAYER TAKES ONE ACTION:

- **Select a card from the pool and build with it**
(see Building Pieces)
- **Select a card from the pool and hold it for later**
(see Holding Pieces)
- **Build a piece from your hold pile**
- **Remove a piece from your house**
(see Removing Pieces)
- **Trade a held piece with another player**
(see Trading Pieces)
- **End their turn this round**

Players continue taking turns until there are no cards left in the pool or everyone has announced they've ended their turn. Then any cards left in the pool are discarded and a new pool is drawn. Play continues until there are no cards left to draw, at which point the game is over; scores are tallied and victory is declared and cleanup is argued over (see Scoring).

And you may be saying to yourself at this point, "What gives? I was promised fire!" Briefly:

**ANY TIME YOU TAKE A CARD
FROM THE POOL,
ROLL FOR CLIMATE CHANGE.**

More details under Weather Events.

BUILDING PIECES

Take the piece corresponding to the card and put it on your house. Place the card in front of you (or off to the side, out of the line of fire, just somewhere easily seen) in the turned-sideways ("tapped") position. If you're building from the pool, **roll for climate change**. (If you're building from your held pile, don't roll.)

The guiding principle here is if it physically fits in an empty space, yes, you can build it there. You'll need that gluestick for the doors and windows. You can temporarily disassemble your house to add your new piece, but if the mayor thinks you're taking too long, they should lead the other players in making loud alarm klaxon noises until you finish.

To be more precise:

Walls can be built in any slot on the foundation or roof. You don't have to build them next to each other, or finish one story before starting another. You ARE limited to one wall per slot. I mean, double-thick walls? What are you, a bank vault?

Roofs can be built on top of one or more non-destroyed walls.

Doors and windows can be affixed to the exterior of any wall or roof where it won't overlap another door or window or hang off into open space. Note if you cover up a wall-slot in the roof with a door or window you can't stick another wall in there. (How even would you?)

HOLDING PIECES

You don't HAVE to build right away. You can take a piece and save it for later. Place the card in front of you (or, again, somewhere safer but nearby) in the standard ("untapped") position but don't take the actual piece yet. Do, however, **roll for climate change**.

REMOVING PIECES

The idea here is to remove a totally destroyed piece in order to make room for something new next turn, but you may remove any piece of your house in any state of repair. If you do, take it and throw it in the garbage, it's gone forever. (Or, I mean, recycle or compost or whatever's appropriate. You're supposed to be a Very Responsible

Person after all.) Discard the card that represented that piece.

If you remove a wall that's got doors and/or windows, that's fine, they all go away. Discard all their cards. You can try and just remove a door or window and leave the wall, but again, klaxons, and depending on your particular gluestick, this may severely weaken your wall.

TRADING PIECES

Vote at the beginning of the game if you want to play with trades or not. If you don't want to, I get you; this mechanic stresses me out. But if you do opt to play with trades:

Trades must be enthusiastically consensual. Any number of pieces may be traded for any number of pieces. Game-related bribes may be included ("I promise not to target you in the next storm" for example).

ROLLING FOR CLIMATE CHANGE

Roll all the dice. If the total on the dice is lower than the total number of cards in play, a weather event happens. Every tapped and untapped card on the table counts toward the total. Cards still in the pool and in the discard pile do not count.

ROLLING FOR CLIMATE CHANGE EXAMPLE

Say Qristy and Rianne are playing. Qristy's got two walls and a roof built and holding a window; Rianne's got two walls with a window each. Rianne just built a third window, so now she rolls three dice. If she rolls 9 or higher, she has to draw a weather event.

WEATHER EVENTS

Whoever rolled the dice draws the top card from the weather events deck and immediately performs the action on the card. After performing the action, check to see if any pieces are newly destroyed (see destroyed pieces). If they are, discard their corresponding cards, but leave the pieces themselves wherever they lay.

If the card doesn't specify the player to stand or move, you must remain in their seat to perform the action. You can lean, stretch your arms, or whatever, but your butt must remain completely in your chair.

If the card doesn't specify a target, the player may target whomever they want.

Sometimes the card will specify moving to a different seat. In that case, the dice-roller temporarily switches seats with the target, and otherwise follows the same rules as sitting

in their own seat. Once the event is over, players return to their original seats.

Sometimes the card will say to target "each other player" – that means you target every house that's not yours. But sometimes the card says "each player" – that means you have to target you own house as well. And you *must* perform the action equally as forcefully as if it were an opponent's house.

And in case the wording seems ambiguous? You are always targeting the houses in the town, never the bodies of your fellow players.

DESTROYED PIECES

A piece is considered totally destroyed if it is more than 50% visibly burned, is lying flat on the house's foundation, or has detached itself from the rest of the house/foundation. A roof that is only supported by destroyed walls is also considered destroyed.

SCORING

Two points for each undamaged wall, door, window, and roof. One point for each damaged (burned or "muddy") door, window, and roof.

And that's it! No points for any destroyed pieces still on your foundation; no points for pieces in your held pile.